THE BATTLE OF SHILOH

A HISTORICAL COMPUTER SIMULATION OF THE GREAT CIVIL WAR BATTLE

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STRATEGIC SIMULATIONS INC.

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THE BATTLE OF SHILOH is designed by Tactical Design Group, who also designed SSI's TIGERS IN THE SNOW.

☐ **Playing Time: 3 Hours**   ☐ **Intermediate Level**

- Brigade-level simulation of the two-day battle for Tennessee at Shiloh.
- Historical morale & leadership ratings for each brigade. These may change during the game, depending on leader casualties & won/loss battles.
- Command control limits on both movement and combat.
- Artillery fire: Union gunboats off Pittsburg Landing.

- Select attack/defense strategies and risk level for each combat.
- Step-reduction combat system.
- Two-player and computer-as-opponent (solitaire) scenarios.
- Computer can play either or both sides.

A HISTORICAL WARGAME FOR THE APPLE®

48K mini floppy disc for the Apple® II with Applesoft ROM Card or Apple II Plus

More than a century ago — on the early morning of Sunday, April 6, 1862 near a tiny log church in Tennessee — the Confederate Army of the Mississippi (50,000-men, 16-brigades strong) under General A.S. Johnston launched its great surprise offensive in an attempt to drive out an invading Union force led by Major-General U.S. Grant.

Thus began one of the first and fiercest battles of the Civil War. And thus begins this remarkable simulation that bears its name — **THE BATTLE OF SHILOH.**

HISTORICAL DETAIL AND AUTHENTICITY

On a 48K disc, we have carefully distilled every major historical feature to produce the most authentic and exciting re-creation of that classic conflict.

Every brigade of both Union and Secession armies present during the actual battle is accurately rated for movement, combat strengths, morale, and leadership ability. The map of the battlefield is displayed on the screen with color Hi-Res graphics. Terrain consists of hills, fields, forests, rivers, and creeks.

Artillery is provided; a step-reduction system is used to calculate combat results. And of course, the Battle of Shiloh would be incomplete without including the Union gunboats (the *Tyler* and *Lexington*) moored off Pittsburg Landing that played such a crucial role.

INNOVATIONS THROUGH STATE-OF-THE-ART PROGRAMMING

So far, all we've mentioned is standard fare for a good wargame. SSI's innovations through advanced design and programming make for a *great* game.

Wargames have traditionally used fixed unit strength points. Here, the computer's ideal administrative ability allows you to fine-tune the combat strengths of each side, allowing for the ultimate in play balance. Now even a novice strategist can be on equal footing with a battle-hardened veteran!
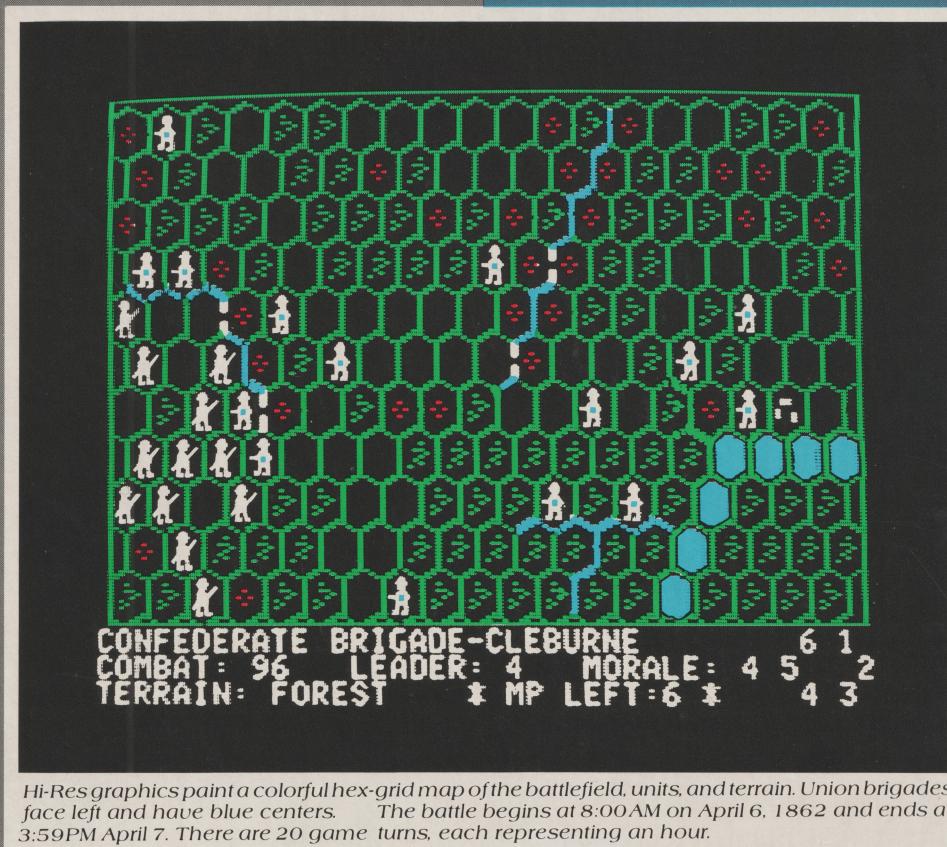
Hi-Res graphics paint a colorful hex-grid map of the battlefield, units, and terrain. Union brigades face left and have blue centers.   The battle begins at 8:00 AM on April 6, 1862 and ends at 3:59 PM April 7. There are 20 game turns, each representing an hour.

Another innovation lets you select risk levels and ferocity of an attack (or defense). Most wargames assume that the units will attack/defend with the same vigor every time. With THE BATTLE OF SHILOH, you have four levels of risk: Daring, Bold, Conservative, and Cautious. On attack, you can go: All-out, Medium, Probe, or Recon. On defense, your choices are: Counter-Attack, Hold Position, Withdraw, or Full Retreat.

All this gives each side sixteen different possible strategies!

GREAT SOLITAIRE WITH THE COMPUTER

This being an SSI game, it goes without saying that a challenging solitaire version is included. The computer can play either (or both!) sides very competently to give you a tough fight.

As historically detailed and faithful this game is to the original Battle of Shiloh, we've made one significant departure. We've removed Generals Grant and Johnston and placed *you* in command of the Union and Confederate armies.

After all, we're looking for more that just a not-too-instant replay of the past. It is entirely up to your skills as a battle commander to either preserve or *change* history!

**GAME CONTENTS: 48K Program Disc
Rule Book
1 Data Card**